The following changes should be made to the *Shadowrun, Fifth Edition* core rulebook to ensure consistency and coherence, and occasionally to correct something that did not work as we intended.

PLAYTESTING CREDITS (P. 7)

The following people should have been listed as playtesters, and we sincerely regret the omission: Jason Bertsche, Kyle Johntz Connor, Daniel Dunchack, Christian Hayes, Ken' Horner, Thomas J. Howell, Richard Ingram, Ilya Medvedev

TROLL LIFESTYLE COSTS (P. 65, METATYPE & SPECIAL ATTRIBUTES)

The second sentence of this section needs to be clarified. Change: "Trolls receive Thermographic Vision, +1 Reach, and Dermal Armor, but they also receive the disadvantage of having to pay an additional fifty percent for gear because everything—including cyberware and bioware—must be specially modified to meet their massive physical requirements." To "Trolls receive Thermographic Vision, +1 Reach, and Dermal Armor, but they also have the disadvantage of having their Lifestyle costs doubled to reflect the costs of adapting everything they use—especially their gear, including cyberware or bioware—to meet their massive physical requirements."

DWARF RACIAL BONUSES (P. 66, METATYPE ATTRIBUTE TABLE)

"Thermographic Vision" should be added as a racial bonus for dwarves.

MYSTIC ADEPT POWER POINTS (P. 71, CHOOSE MAGIC OR RESONANCE)

The amount of karma mystic adepts spend to buy Power Points is changed from 2 Karma to 5 Karma per full Power Point. This also means the fifth bullet point under **Mystic Adepts** on p. 69 should be changed.

Since one of the example characters (the one being created by Kyra) is a mystic adept, this entails some changes in that character. She buys 2 Power Points at character creation instead of 5, and spends them to buy the following powers: Enhanced Accuracy (Automatics) (0.25), Improve Ability (Pistols) (0.5), Improved Potential (Social) (0.5), Mystic Armor 1 (0.5), Voice Control 1 (0.25)

AGILITY SKILL LIST (P. 90)

"Herding" and "Lockpicking" should be removed from this list, as they are not skills in *SR5*.

TROLL AND DWARF GEAR COSTS (P. 94, SPEND YOUR RESOURCES, PARAGRAPH 3)

The paragraph that begins "When a character factors in racial modifiers" has information about gear costs for dwarves and trolls that does not apply in *SR5*. That paragraph should be removed and replaced with the following: "If the player finds that he or she has more than the 5,000 nuyen that can be saved (or even if he or she hasn't), there are a few essential pieces of gear to consider when building a shadowrunner. You'll want a commlink (p. 438) to stay in touch and to keep your gear relatively safe from hackers. A fake SIN (p. 442), along with some fake licenses, will help smooth dealing with law enforcement or even simple purchases like buying a bus ticket or covering a bar tab. For more ideas, see the Gear Checklist sidebar."

SAMPLE CHARACTER CHANGES

Several changes are needed to the sample characters, including the following:

The **Street Samurai** should have a contact added: Fixer (Connection 4, Loyalty 2)

The **Street Shaman**'s Social limit should be changed from 7 to 8.

The **Combat Mage**'s Physical limit should be changed from 6 to 5.

The **Face**'s Physical limit should be changed from 3 to 4, and Mental limit changed from 5 to 6.

The **Tank**'s Physical limit should be changed from 10 to 9 (11).

The **Decker**'s Mental limit should be changed from 6 (7) to 7.

The **Drone Rigger**'s Physical limit should be changed from 6 to 5 (6), and the Mental limit changed from 5 to 6.

The **Sprawl Ganger**'s limits should be changed from Physical 8, Mental 4, Social 5 to Physical 9, Mental 5, Social 6.

The **Bounty Hunter**'s Physical limit should be changed from 7 to 9, and Social limit changed from 4 to 5.

RAPPELLING DISTANCE (P. 134, CLIMBING TABLE)

In the Movement Distance column for rappelling, the entry of 2 meters should be changed to 20 meters + 1 meter per hit.

TARGET ROLL ON INTIMIDATION TESTS (P. 141, SOCIAL SKILL TESTS, TABLE)

On line 4, the incorrect test for the target of Intimidation Tests is listed. It should be changed from "Intimidation + Willpower [Social]" to "Charisma + Willpower"

MAGICAL SKILLS CLARIFICATION (P. 142, MAGICAL SKILLS)

To clarify who can use these skills, the second sentence of this paragraph should be altered. Change: "In order to acquire magic-specific skills, characters must have a quality that provides a Magic rating." To: "In order to acquire magic-specific skills, characters must be an Aspected Magician, Magician, or Mystic Adept."

BIOTECH SKILL GROUP (P. 153, SKILL GROUP LIST)

Biotechnology should be added to Biotech skill group

ROLL INITIATIVE TERM CORRECTION (P. 158, ROLL INITIATIVE)

In the second sentence, change "The order in which things happen during the Action Phase" to "The order in which things happen during the Combat Turn"

CLARIFICATION IN BLOCK & PARRY (P. 168, INTERRUPT ACTIONS)

The following sentence should be removed from the Block description and added to the Parry description: "Bonus die, such as die from a relevant weapon foci, can be added to this test."

FIRE EXAMPLE CORRECTION (P. 172, EXAMPLE, PARAGRAPH 3)

The following sentence should be added at the beginning of the paragraph: "The next Combat Turn begins, and the fire's DV increases to 4P."

RECOIL CLARIFICATION (P. 175, PROGRESSIVE RECOIL, PARAGRAPH 1)

The second sentence of the paragraph currently reads: "Recoil penalties are cumulative over every Action Phase and Combat Turn unless the character takes, or is forced into, an action other than shooting for an entire Action Phase." It should read: "Recoil penalties are cumulative over every Action Phase and Combat Turn unless the character takes, or is forced into, a Simple or Complex Action other than shooting."

VEHICLE-MOUNTED WEAPONS CORRECTION (P. 183, GUNNERY)

The first paragraph lists the incorrect skill used in firing vehicle-mounted weapons. It should be changed from: "Vehicle-mounted weapons are fired using Weapon Skill + Agility [Accuracy]" To: "Vehicle-mounted weapons are fired using Gunnery + Agility [Accuracy]"

SENSOR DEFENSE TEST CORRECTION (P. 184, SENSOR DEFENSE TABLE)

The table lists the wrong defense for drones. On the last line, change: "Pilot + [Model] Stealth [Handling]" to: "Pilot + [Model] Evasion [Handling]"

MULTIPLE ATTACK AND EDGE CLARIFICATION (P. 196, MULTIPLE ATTACKS, PARAGRAPH 2)

In the second paragraph of the Multiple Attacks section, make the following change to clarify how Edge is applied in multiple attacks. Change: "Edge spent on this test adds into the pool before it is divided." To: "Dice gained by spending Edge applies before the pool is split, while dice from both pools can be re-rolled with a single use of Edge."

DAMAGING VEHICLE PASSENGERS CORRECTION (P. 205, DAMAGE AND PASSENGERS, PARAGRAPH 1)

The following change should be made in the last sentence of the paragraph. Change: The exceptions to this rule are ramming, full-automatic bursts and area-effect weapon attacks like grenades and rockets—these attacks affect both passengers and vehicles." To: "The exceptions to this rule are ramming, suppressive fire, and area-effect weapon attacks like grenades and rockets—these attacks affect both passengers and vehicles."

MATRIX ACTIONS CORRECTION (P. 244, MATRIX ACTIONS BY LIMIT TABLE)

Crack File should be removed from the Sleaze section of the table.

IC AND MARKS CLARIFICATION (P. 247, INTRUSION COUNTERMEASURES, PARAGRAPH 2)

The fourth sentence of the paragraph should be changed as follows. Change: "The IC in a host and the host itself share marks, so if one IC program is slapped with a mark, they all get one, as does the host itself." To: "The IC in a host and the host itself share marks, so if one IC program marks, they all do, and so does the host itself."

RESONANCE AND ESSENCE CLARIFICATION (P. 250, RESONANCE, PARAGRAPH 2)

The fifth sentence of the paragraph should be altered. Change: "Whenever you lose Essence (after character generation), you lose an equal amount of Resonance, rounded up." To: "For every point (or fraction thereof) of Essence lost, both your current Resonance Attribute and your maximum Resonance Rating are reduced by one."

REGISTERING SPRITE LIMIT (P. 256, REGISTERING A SPRITE, PARAGRAPH 2)

After this sentence: "Your registered sprite will stay with you as long as it still owes you at least one task." Add: "You can register a number of sprites equal to or less than your Logic attribute."

POWER POINTS AND MAGIC CLARIFICATION (P. 279, POWER POINTS PARAGRAPH)

Change to following sentence: "You get a free Power Point whenever you increase your Magic attribute, and you can gain a Power Point through Initiation (p. 324) instead of gaining a metamagic." To: "If you're an adept, you get a free Power Point whenever you increase your Magic attribute (though this doesn't apply to mystic adepts, and you can gain a Power Point through Initiation (p. 324) instead of gaining a metamagic."

COMBAT SENSE CORRECTION (P. 286, COMBAT SENSE CHARACTERISTICS)

Change: "(Active, Psychic)" To: "(Passive, Psychic)"

RESIST PAIN DRAIN CORRECTION (P. 289, RESIST PAIN SPELL)

The drain value should be changed from: "(Damage Value) - 6" to: "F - 4"

HOMUNCULUS MOVEMENT CORRECTION (P. 298, HOMUNCULUS STAT BLOCK)

Change the Homunculus movement from "15/30" to "x2/x4/+1"

PREPARATIONS AND LYNCHPINS CLARIFICATION (P. 305, THE FINISHED PREPARATION, PARAGRAPH 1)

The last sentence of the paragraph needs an addition. Change: "When Potency reaches 0 it loses its magical nature and the spell is lost." To: "When Potency reaches 0, or the lynchpin is broken, it loses its magical nature and the spell is lost."

ASTRAL INTERSECTION TEST CORRECTION (P. 316, ASTRAL INTERSECTIONS, PARAGRAPH 2)

Since two-attribute tests do not use limits, change the test listed in the second paragraph from: "Magic + Charisma [Astral]" to: "Magic + Charisma". Similarly, change: "Force x 2 [Force]" to: "Force x 2"

DEACTIVATING FOCUS CLARIFICATION (P. 318, FOCI, PARAGRAPH 3)

No action was assigned to deactivating a focus, so an addition is needed. Change: "You can deactivate a focus at any time." To: "You can deactivate a focus at any time with a Free Action."

TEST CORRECTION (P. 365, MOTION SENSORS PARAGRAPH

A test in the paragraph about motion sensors needs to be changed from: "Infiltration + Agility" to: "Sneaking + Agility"

NON-PLAYER CHARACTER STAT CHANGES (PP. 391-392)

The following changes need to be made to non-player character stat blocks:

In the skill listing of the Fixer, change "Computer 6" to "Computer 7"; remove "Data Search 8"

In the skill listing of the Mafia Consiglieri, change "Computer 4" to "Computer 5"; remove "Data Search 5"

In the skill listing of Mr. Johnson, remove "Data Search 5"

NATURAL WEAPON POWER CORRECTION (P. 399)

In the listing for the Natural Weapon power, change "Action: Complex" to Action: Auto"

DEVIL RAT SKILL CORRECTION (P. 404)

"Dodge 5" should be removed from the devil rat's skill list.

PERISCOPE WIRELESS BONUS CHANGE (P. 432)

The wireless bonus entry should be changed from: "The dice pool penalty for shooting around corners is reduced to -2." To: "The dice pool penalty for shooting around corners is reduced to -1."

AUTOSOFT REFERENCE (P. 441, SOFTWARE)

For ease of reference, the following entry should be inserted between the **Agents and cyberprograms** and **Datasofts entries:** "**Autosofts:** For information on these programs for drones, see p. 269."

AUTOSOFT PRICES (P. 442, SOFTWARE TABLE)

The following listing should be inserted in the table before Cyberprogram, common use:

Program/Software	Avail	Cost
Autosoft	Rating x 2	Rating x 500¥

MONOCLE AVAILABILITY AND PRICE CORRECTION (P. 444, OPTICAL & IMAGING DEVICES TABLE)

The monocle entry should be changed to:

Monocle (Capacity 1-4)	—	Rating x 120¥

SHOUT OUT

Thanks to all the *SR5* crew for their assistance on this, but special thanks to **Patrick Goodman** and **Ghislain Bonnotte** for their extra work.